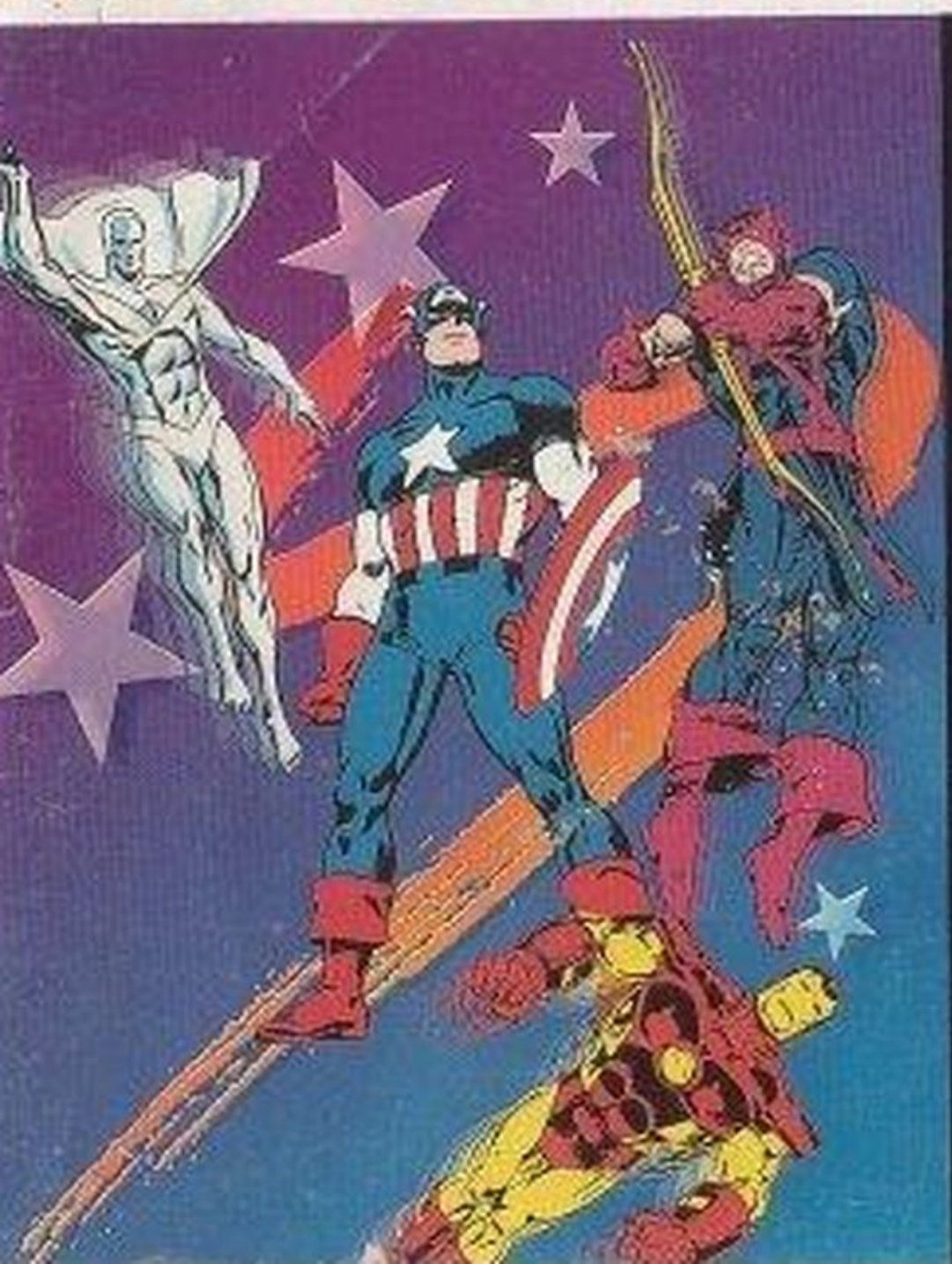
INSTRUCTION BOOKLET



NES-6E-USA

CAPTAIN AMERICA AND THE AVENGERS™

DATA EAST

Please read this instruction booklet to ensure proper handling of your new game, and then save the booklet for future reference.

Precautions

1. Always turn the power off before inserting or removing the Game Pak from your Nintendo Entertainment System.
2. This is a high-precision game. It should not be stored in places that are very hot or cold. Never hit or drop it. Do not take it apart.
3. Avoid touching the connectors, and do not get them wet or dirty. Doing so may damage the game.
4. Do not clean with benzene, paint thinner, alcohol or other such solvents.

This official seal is your assurance that Nintendo® has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System®

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Nintendo

Entertainment System®

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Advisory: READ BEFORE USING YOUR NES/SUPER NES - A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and/or convulsions.

Credits

Captain America™ and The Avengers™

Created and Designed by: Ken Fukaki and Eiichi Nishyama

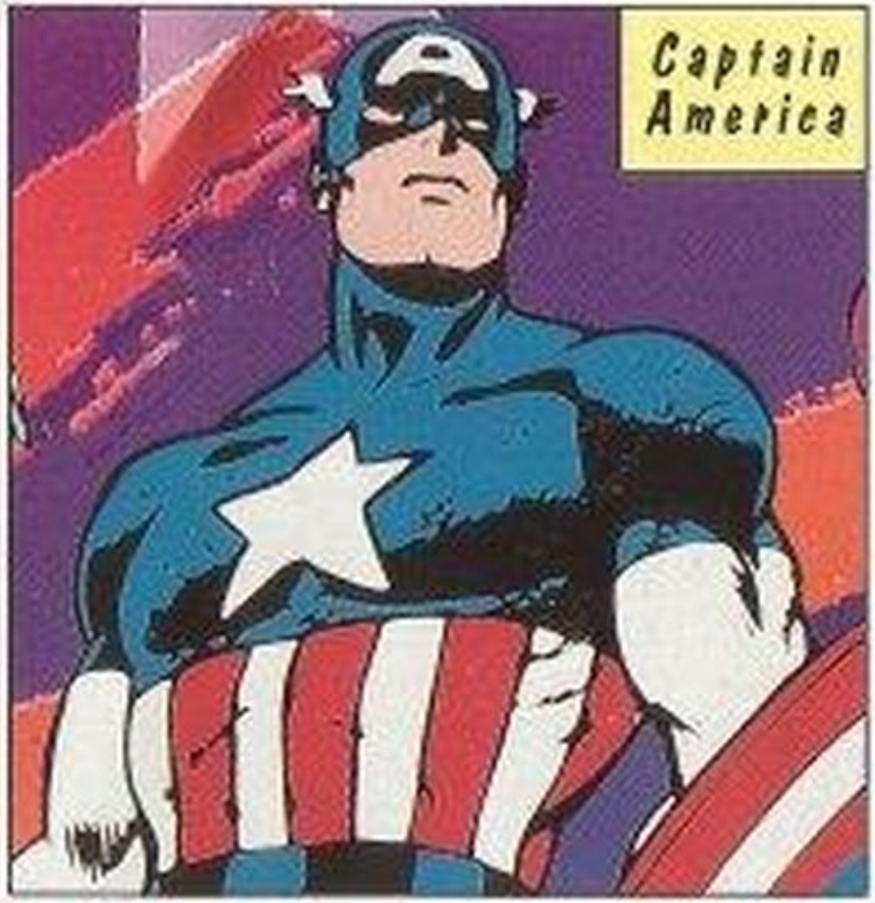
Programmed by: Hisatada Ota Additional Programming by: Syuji Ishmaki

Background Art and Character Animations by: Takashi Watanabe

Music and Scoring by: Seiji Momoi

Executive Producer: Denny Thorley Producer: Koichi Ota Director of Marketing: Connie Freeman

Playtesters: Robert Zalot & Randy Oyler Documentation: Viveros & Associates



Real Name: Steve Rogers

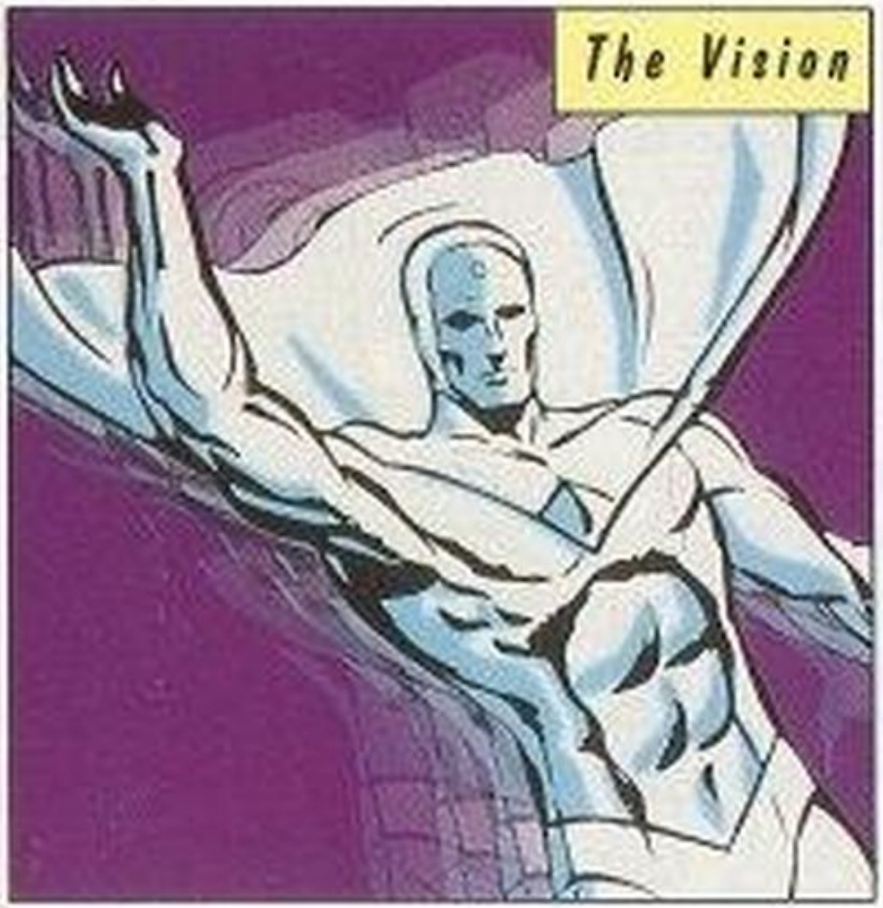
Occupation: Freelance Artist, Crimefighter

Abilities: Possesses agility, strength, speed, endurance, and reaction time superior to any Olympic athlete.

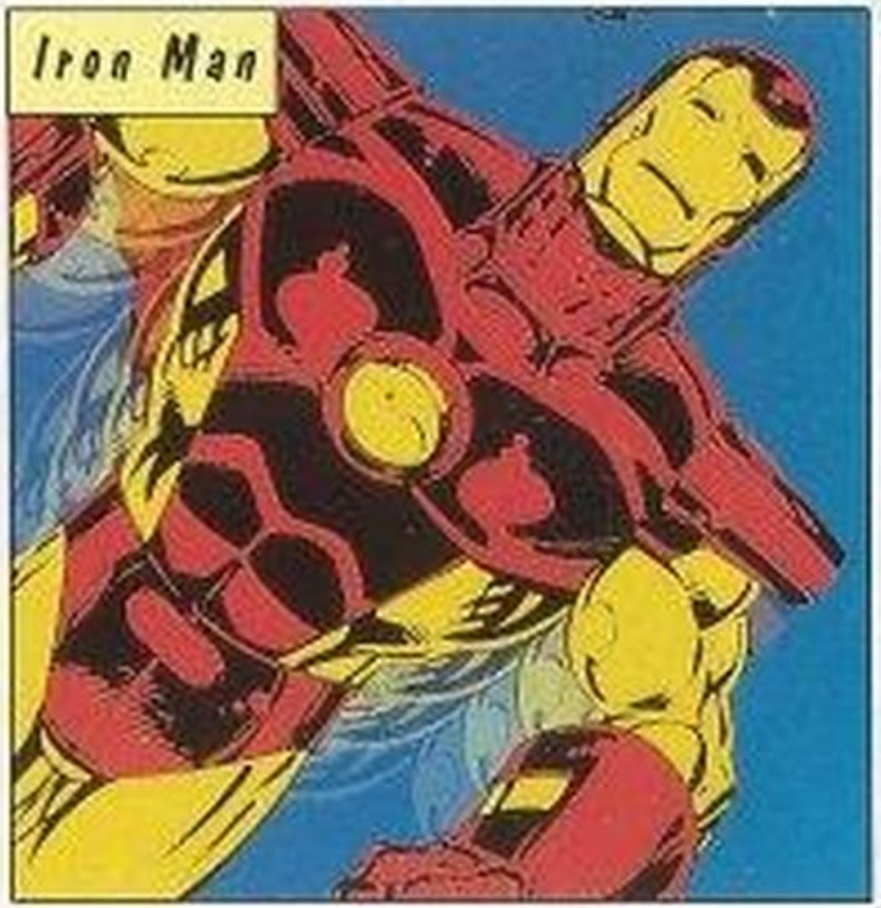
Real Name: Clinton Francis Barton

Occupation: Adventurer

Abilities: Expert archer, extensive training as an aerialist and acrobat. Possesses very keen eyesight and exceptional reflexes.



Real Name: The Vision
Occupation: Adventurer
Abilities: Synthezoid who mimics virtually all organic functions of a human being. Possesses great strength, with reflexes and reaction time twice that of a man.



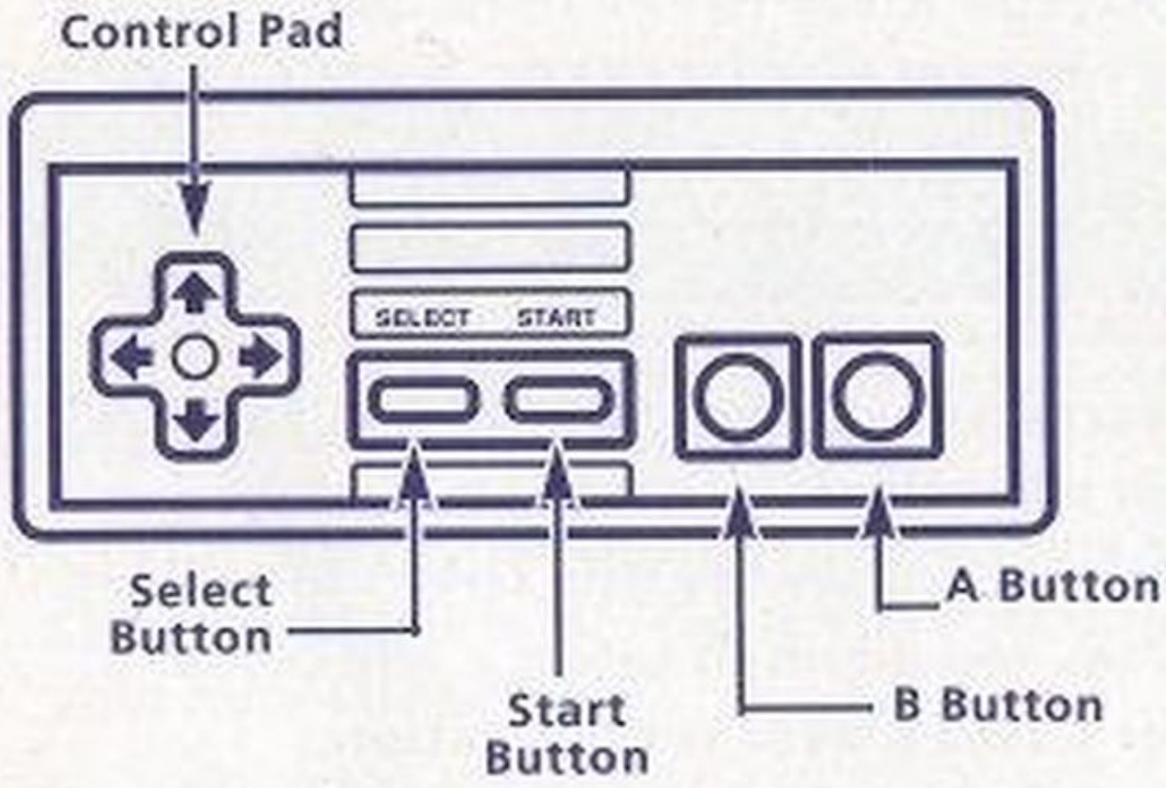
Real Name: Anthony Edward "Tony" Stark
Occupation: Inventor, industrialist,
Abilities: His armor magnifies his strength to super human levels. He is a genius responsible for many inventions.

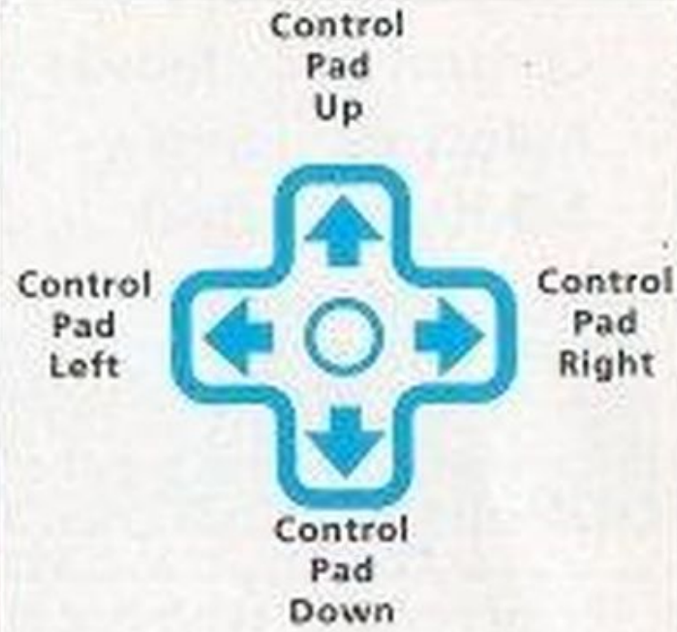
Heroes' Mission of Mercy

It's a challenge fit for the Avengers! Iron Man and the synthezoid Vision—captives of the evil Red Skull. Can Captain America and Hawkeye set them free? To do it, they must overcome a host of terrifying foes like a flying beast cloned from a savage piranha or Fire Man, who can attack in the form of a fireball. They'll leap deadly pools of acid water and shatter barriers with their super weapons. And when all that's done, there will be more danger to face—and more invincible foes.

Sometimes you fight as Captain America, using your shield in ingenious ways, or battle as Hawkeye and ravage the enemy with your arrows. The choice is yours. Either way, if you don't hurry, it's death for Iron Man and Vision, unless the Avengers prevail!

Names of Controller Parts





This manual refers to the following diretions:

Control Pad Up
Control Pad Left
Control Pad Right
Control Pad Down

Operating Instructions

Control Pad: Moves your character in the direction you point.

A Button: Jump

B Button: Attack

Start Button: Change/Return Screen

Select Button: Pause

Getting Started

Accept the challenge to rescue your fellow SUPER HEROES, here's how to get started on your adventure.

- Press the START BUTTON when you see the title screen to proceed.
- Press the CONTROL PAD up and down to select a one-player game or Battle Mode, for a two-player confrontation.
- In a one-player game, you may select between being either Captain America or Hawkeye. When the MAP SCREEN comes up,

between the stages of the game, you can choose between Captain America and Hawkeye when they are in different cities. Hit the A BUTTON when the SUPER HERO you want to be is blinking— H is for Hawkeye, A is for Captain America.

- Cycle through the available cities by moving the CONTROL PAD left or right, then hit START or the A BUTTON for your selection.
- If the two SUPER HEROES are in the same city, you can switch between them mid-level. Hit start to take you to the CHANGE/RETURN screen. Once there select "change" then choose the hero you want to be.

Note: If your heroes are in different cities, you can switch between them by selecting "Return" on the CHANGE/RETURN Screen. This will take you back to the map screen where you can pick the other hero, or choose another city.

- Change SUPER HEROES in mid-game by selecting return on the CHANGE/RETURN, hit the A BUTTON to get to the map, then select your new SUPER HERO.

- In a two-player game, Player One can select between Captain America and Hawkeye, and Player Two can select among Wizard,

Ultron or Crossbones at the BATTLE MODE screen. Just move the CONTROL PAD to the SUPER HERO or SUPER-VILLAIN you want to be, then press SELECT.

- Press START BUTTON to begin play.
- Press START BUTTON to move past any dialog screens you don't wish to read.

Note: In a two-player game, whoever wins three out of five battles is the winner.

Power Items

As you pursue your quest; with The Wasp tracking you, you must progress through the cities of America on the MAP SCREEN, the choices you make will result in different sequences or outcomes for freeing your SUPER HERO friends, Iron Man and Vision.

Naturally, you'll need to take every advantage to boost your might. If you're on your toes, you'll be able to locate a variety of items that increase your life power or give you points. Items are concealed in nut-shaped pods that you can crack open with Cap's shield, Hawkeye's arrow, or a punch or kick. Once the pod opens, the power item falls to the ground where you can retrieve it.

Hint: Keep on hitting the pod and there might be additional items to help you on your quest. Pick them up and power up!

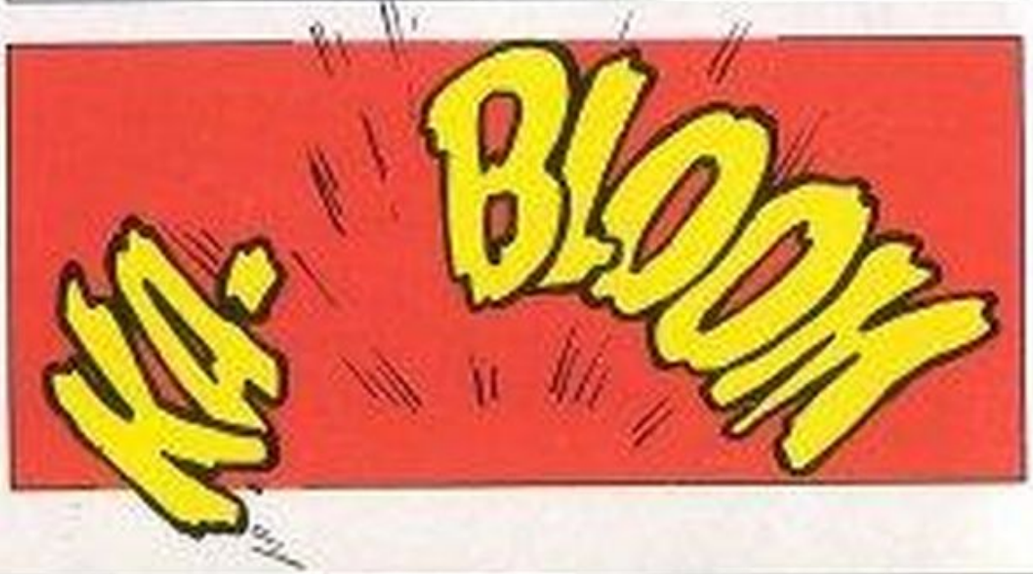
Power Stones—collect 100 for a power boost, and see the life points indicators in the upper left of the screen increase. Collect 100 Power Stones twice, and Captain America's shield becomes doubly fatal, flying in the direction of his throw, returning, then flying in the other direction, devastating the enemy on its way.

With 200 Power Stones, Hawkeye's arrows explode on impact. Keep track of your life points by checking the Change/Return screen, where these points are displayed. Just hit START at any point on a level to do this.

One Up Item—Number of times player can continue increases by one.

Rescue Item—you'll find one of these if one of your SUPER HEROES has been captured. Grab the helmet to release the captive!

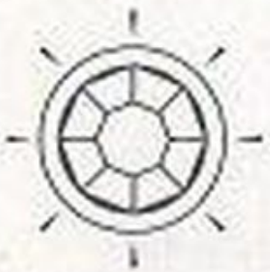
Energy—replenishes a player's life points. When you're injured by one of the SUPER-VILLAINS, your SUPER HERO will flash. While he's flashing he can't be hit. If you continue to get injured, the number of life points in the upper left of your screen will quickly reduce. If you're in real jeopardy your last life indicator will flash, slowly or,—if you're in big trouble—real fast. Grab some life energy in a hurry and your vitality will be restored.



Want to know where you stand? At any time in the game just hit START to get to the CHANGE/RETURN screen, where your power and life points are displayed, along with the points you've scored.

Five-Point Items—
you'll find these scattered throughout each stage of the game. Pick them up and add to your score.

The Most Powerful of the Power Items



Key Crystals—key crystals are hidden in one spot on each stage of the game. Find it and you're ready to move up to the next stage. An exit sign flashes once you scoop up that jewel, so just head for the exit.

Tricky Moves

Fighting as Captain America, you can throw your shield to the left or right. You can also use your shield to avoid traps and keep from falling into water or searing acid. To do this, you must first do a spinning jump by hitting the A BUTTON, then, on descent, move the CONTROL PAD down. Your shield will position itself under your SUPER HERO to protect him from hazards.

See the Index of Moves to learn how you can hide under water, jump, punch, kick, tackle, and—depending on which SUPER HERO or villain you are—fling your shield, fly, shoot arrows, throw disks or fire deadly beams.

Moving platforms may appear at any time—anywhere. They can be solid, they can break in two and dump you off, or they can give you a temporary lift. Beware though, they can disappear as quickly as they appear.

Switches—Another Strategy

Some of the hazards your SUPER HERO encounters can be turned off by activating a switch. Just punch the switch, shoot it with arrows or hit it with Cap's shield.

Plotting Your Plan of Attack

—Foremost among strategies is to collect the power stones and increase your life points and attack power.

—You'll need to take control of the rotating gun turrets. You can change the direction of their fire by punching or shooting them. The impact of a shot makes the turret spin, and it ends up pointing in a different direction—possibly at you! Watch out—these things can be extremely DANGEROUS and fatal!

Know Your Enemies

If you think that Mandarin is the only adversary you'll face, guess again! The coast won't be clear for victory until you immobilize each of the following threats!

Running Man

He's super strong, and he can appear at any time.

Domesto

This ultra-powerful robot soldier fires a high-power missile.

Cybernoid

He zooms in from a different dimension—without warning!

Robobat II

He hangs in wait, and when you approach, he radiates plasma. Watch your step—while that killer plasma flows, he's invulnerable to attack.

Gigi

This biological megabeast grew from the cloned cells of a deadly piranha. Beware—he can fly!

Johnson

This clone prowls the jungle with his giant machine gun. Don't be deceived by his unassuming name—this guy's deadly!

Fire Man

He's a mid-boss whose specialty is a sliding tackle. He throws incendiary grenades and can even attack you in the form of a fireball. In this state he's invincible.

Dynamite Napalm

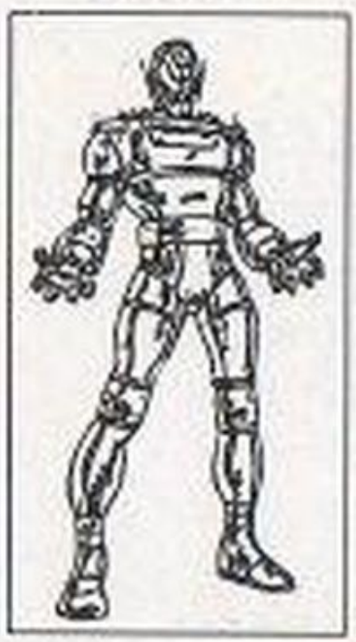
Another mid-boss, his black suit makes him indestructible. He throws oil drums and fires a powerful beam. The trick to defeating him is to shoot the oil drum while it's in his hands. The blast destroys his super-suit.

Boss Characters Who Threaten the American Way of Life

Wizard

Mandarin

Ultron



Crossbones

Mystery Big Boss

This one is always different. So be warned.

Other Hazards

Homing Jumper

The name says it all!

Black Holes

You must defeat a given number of enemies to emerge from the checkerboard black hole area. This appears between levels when the warning "Red Alert" flashes, and it means instant danger, captivity or worse. Fight your way out, or you'll be depending on your SUPER HERO friend to free you.

Barriers

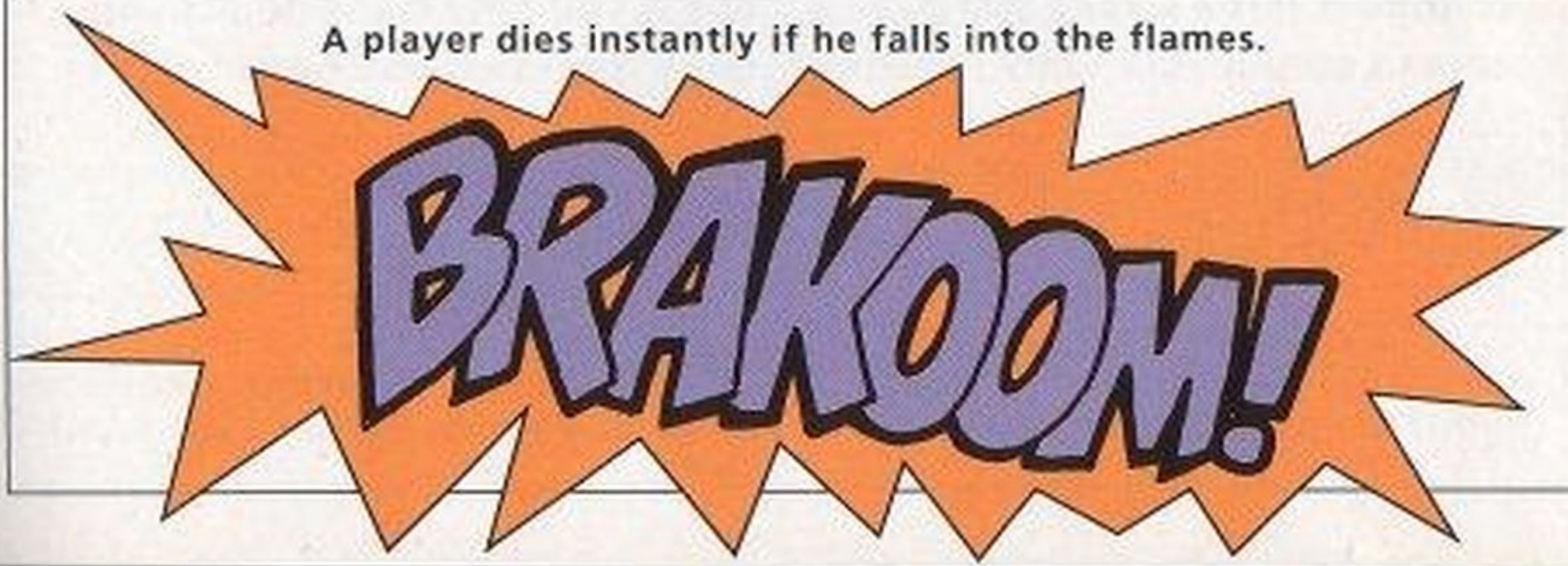
Proceed with caution when encountering a radioactive barrier. They're powerful enough to kill anyone who touches them. Some barriers are switch-operated. Just use a barrier-clearing switch to turn them off.

Water Barriers

You'll encounter water and pools of acid. The acid—which bubbles with toxic chemicals—will inflict terrible burns. Your enemies die instantly when they fall into the acid, except for Flying Man.

The Fire

A player dies instantly if he falls into the flames.



Knowing the Score

—Check your score by hitting the START BUTTON at any time during a level. The scoreboard appears, and you see your life and power points, plus the points you've racked up from power items you've collected from the pods or by devastating the enemy.

— You can continue play up to nine times by collecting enough one-ups

—If you get nailed by one of the super-villains, and don't have any continues left a screen will appear, telling you how many points you earned during your quest, and how many continues you have left.

Index of Moves

Once you become familiar with Captain America and Hawkeye's moves, you'll be able to do anything from ducking under water to leaping down from an overhang. Be aware though, many of Captain America's and Hawkeye's moves can also be used by the super-villains.

Here are some useful tips to help you maneuver through the game:

Captain America's Special Moves

- Captain America can crouch down when you move the CONTROL PAD down.
- When Cap's shield is in mid-air, he can also punch by pressing the B BUTTON.

- To achieve a crouching punch move the CONTROL PAD down, and press the B BUTTON.
- Throw your shield by pressing the B BUTTON while standing up.
- To jump, press the A BUTTON. The height of the jump depends on how long the button is held.
- Jump to the left or right by moving the CONTROL PAD in the direction of the jump while pressing the A BUTTON.
- A shield jump is easy—jump high enough to spin, and on the way down, press the CONTROL PAD down for a crushing attack.
- Here's an effective trick—throw a devastating kick while in mid air by pressing the A BUTTON to make Captain America jump (using the CONTROL PAD if you want him to jump left or right), then hit the B BUTTON while he's up.

- Make Captain America throw a tackle by pressing the CONTROL PAD twice in the direction of the tackle.
- When you encounter water, you can hide beneath it by simply pressing the CONTROL PAD down.
- To jump from a platform down to the floor, move the CONTROL PAD down and press the A BUTTON.
- Cap can hang from an overhead pipe by jumping up to it and releasing all

controls on the pad.

- When the danger has passed, dismount from your hanging position by moving the CONTROL PAD down and in the direction you need to go or by jumping up.
- Enter a door by moving the CONTROL PAD upward while standing in front of it. The screen will change as you enter.

Special Moves for Hawkeye:

- Most of the moves you learned as Captain America will also apply to Hawkeye.
- He can shoot an arrow straight up if, by holding the CONTROL PAD UP and pressing the B BUTTON.
- Hawkeye's arrow can be shot in a horizontal line by pressing the CONTROL PAD in the chosen direction and by pressing the B BUTTON.
- He can only shoot one arrow at a time.

- Hawkeye can shoot diagonally upward if you press up and right or left, and then hit the B BUTTON.
- Hawkeye can shoot from a crouch position, by pressing the CONTROL PAD down and by pressing the B BUTTON.
- Hawkeye can punch using the same moves as Captain America, but only when his arrows are flying. He's full of tricks—he can even shoot arrows during a jump as follows:
- Press the A BUTTON, then do a jumping horizontal shot while he's off the ground by pressing the B BUTTON.
  He'll shoot in the direction he's facing.
  Change the direction using the CONTROL PAD.
- Do a jumping diagonal shot with a press of the B BUTTON while in mid-air, and moving the CONTROL PAD up and left or up and right.
- Hawkeye can shoot straight up while airborne by doing the same, and moving the CONTROL PAD up.

All of these shots only work when no other arrows are in the air.

Moves You'll Do As Crossbones:

- Crossbones is a fleet runner. Just press the CONTROL PAD twice in the direction you want him to go.
- His crouching move works the same as the others, but you can make him jump simply by moving the CONTROL PAD upward.
- Make him throw a punch by pressing the B BUTTON—and holding it down for continuous punching.
- Press the B BUTTON when he's in midair, and he'll kick.
- Two touches on the CONTROL PAD in the appropriate direction will send him into a running tackle, just like Cap's.

Special Moves for Ultron and Wizard

- Ultron and Wizard can run, just like Crossbones, but they can fly too! Just move the CONTROL PAD upward for flight; use the joystick to control mid-air movement, to any direction for mid-air movement, and down again to land.

- Wizard can shoot straight down while flying.
- Ultron's fireballs can take a diagonal path.
- When Wizard or Ultron are in the air, you can send out a devastating hail of fire moving to the left or right while pressing the B BUTTON. Direct the firestorm using the CONTROL PAD directions.
- On the ground, shoot horizontally by holding down the B BUTTON for as long as you want to shoot. For rapid fire, press the CONTROL PAD up with the B BUTTON down. Ultron shoots a beam, Wizard flings discs.

Compliance with FCC Regulations

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

—Reorient the receiving antenna
—Relocate the NES with respect to the receiver
—Move the NES away from the receiver
—Plug the NES into a different outlet so that computer and receiver are on different circuits

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington D.C. 20402, Stock No. 004-000-00345-4.

Limited Warranty

Data East USA warrants to the original purchaser only that the cartridge provided with this manual and the software program coded on it will perform substantially in accordance with the descriptions in this manual when used with the specified equipment, for a period of 90 days from the date of purchase. If the program is found defective within 90 days of purchase, it will be replaced. Simply return the Cartridge to Data East USA or its authorized dealer along with a dated proof of purchase. Replacement of the cartridge, free of charge to the original purchaser (except for the cost of returning the cartridge) is the full extent of our liability.

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DATA EAST

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